

Blights



Confusion (3)

While a hero is in the affected location, their Tactic powers have no effect.

Might: 4 **Defense:** Lose a turn.



Corruption (3)

While a hero is in the affected location, their Bonus powers have no effect.

Might: 5 **Defense:** Exhaust all powers.



Curse (3)

A hero that enters the affected location immediately loses 1 \heartsuit .

Might: 5 **Defense:** Lose 1 \heartsuit .



Dark Fog (2)

The search difficulty is increased by 2 when a hero searches at the affected location.

Might: 5 **Defense:** Lose a turn.



Evil Presence (3)

While a hero is in the affected location, they roll one fewer die when eluding (to a minimum of 1).

Might: 4 **Defense:** Event.



Flux Cage (3)

A hero that enters or leaves the affected location loses 1 \heartsuit .

Might: 6 **Defense:** Lose 1 \heartsuit .



Oblivion (3)

At the end of each turn in the affected location, a hero exhausts one power card (if possible).

Might: 4 **Defense:** Lose a turn.



Omen (3)

Whenever a hero in the affected location draws an event, draw an extra card and discard the one with the lowest fate (if tied, discard the last drawn).

Might: 6 **Defense:** Event.



Shroud (3)

Heroes cannot destroy other types of blights at the location of a Shroud (the Shroud must be destroyed first).

Might: 5 **Defense:** \heartsuit .



Spies (4)

At the end of each turn in the affected location, a hero loses 1 \heartsuit .

Might: 5 **Defense:** Lose 1 \heartsuit .



Taint (3)

While a hero is in the affected location, they cannot gain \heartsuit . Whenever they would otherwise gain \heartsuit , there is no effect.

Might: 5 **Defense:** Lose 1 \heartsuit .



Terror (2)

Heroes at this location roll +1 die on all rolls, but discard the highest die.

Might: 4 **Defense:** Exhaust a power.



Unholy Aura (3)

While a hero is in the affected location, they roll one fewer die when fighting (to a minimum of 1).

Might: 4 **Defense:** Lose 1 \heartsuit .



Void (3)

Counts as two blights.

Might: 7 **Defense:** No effect.



Webs (3)

A hero that leaves the affected location loses a turn.

Might: 5 **Defense:** Lose 1 \heartsuit .



Decay (2)

Heroes cannot use the effects of items (including relics); they can be carried and traded, but not used for anything (note this makes winning impossible). This blight affects all locations.

Might: 5
Defense: No effect.



Gate (2)

The Necromancer adds 1 to his movement roll, only for purposes of detecting heroes. If he detects any, he teleports to the location of a random detected hero (even if he detects a hero at his current location). This blight affects all locations.

Might: 5
Defense: +1 \heartsuit .



Desecration (2)

The \heartsuit increases one extra point at the start of each Necromancer turn. This blight's location does not matter.

Might: 4
Defense: No effect.



Nexus (1)

Heroes cannot destroy blights that are outside the Nexus' location (the Nexus must be destroyed first).

Might: 3
Defense: No effect.



Enigma (2)

Search difficulty is increased by 1 for all heroes. This blight affects all locations.

Might: 4
Defense: No effect.



Stigma (2)

All Heroes default \heartsuit is reduced by 2. This blight affects all locations.

Might: 5
Defense: Lose 1 \heartsuit .



Crows (3)

At the end of each turn in the affected location, a hero must combat a Crow.

Might: 5
Defense: Lose 1 \heartsuit .

3 \heartsuit 4 \heartsuit
If hero loses:
Lose 2 \heartsuit



Lich (2)

At the end of each turn in the affected location, a hero must combat a Lich.

Might: 5
Defense: \heartsuit .

5 \heartsuit 5 \heartsuit
If hero loses:
 \heartsuit



Revenants (3)

At the end of each turn in the affected location, a hero must combat a Revenant.

Might: 5
Defense: \heartsuit .

5 \heartsuit 4 \heartsuit
If hero loses:
 \heartsuit

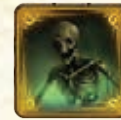


Shades (3)

At the end of each turn in the affected location, a hero must combat a Shade.

Might: 5
Defense: \heartsuit .

3 \heartsuit 5 \heartsuit
If hero loses:
 \heartsuit



Skeletons (4)

At the end of each turn in the affected location, a hero must combat a Skeleton.

Might: 5
Defense: \heartsuit .

4 \heartsuit 4 \heartsuit
If hero loses:
 \heartsuit

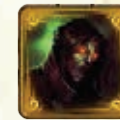


Specters (3)

At the end of each turn in the affected location, a hero must combat a Specter.

Might: 4
Defense: \heartsuit .

4 \heartsuit 5 \heartsuit
If hero loses:
 \heartsuit

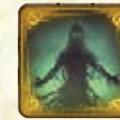


Vampire (2)

At the end of each turn in the affected location, a hero must combat a Vampire.

Might: 6
Defense: \heartsuit .

4 \heartsuit 4 \heartsuit
If hero loses:
 \heartsuit

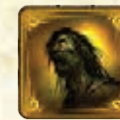


Wraiths (3)

At the end of each turn in the affected location, a hero must combat a Wraith.

Might: 4
Defense: \heartsuit .

4 \heartsuit 4 \heartsuit
If hero loses:
 \heartsuit \heartsuit



Zombies (3)

At the end of each turn in the affected location, a hero must combat a Zombie.

Might: 5
Defense: \heartsuit .

5 \heartsuit 3 \heartsuit
If hero loses:
 \heartsuit

Items

May be saved and traded between heroes



Artifact

Draw an artifact card.



Bottled Magic (4)

Discard after a fight roll to add 3 dice to that roll.



Charm (4)

Discard after making a die roll to reroll all dice.



Cursed Ashes (3)

Discard during your turn to ignore the effects of blights for the rest of the turn.



Psion Stone (3)

Place on one of your powers during your turn; all heroes may use Tactic effects from that card as if it were theirs. May not be moved after being placed on a power.



Skull Token (3)

Discard after the Necromancer's movement roll to move him to any location (except the Monastery) instead of where he would otherwise move.



Soothing Lyre (3)

Discard at any time to refresh all powers of all heroes.



Tome of Retraining (2)

Discard at any time to put one of your power cards at the bottom of its deck and then draw two power cards (keeping both).



Treasure Chest (4)

Discard at any time to draw a new power card.



Vanishing Dust (3)

Discard after a failed elude roll to make it a success.



Waystone (3)

Discard during your turn to instantly move to any location and gain 1 ⚔.



Holy Relic (4)

Add 1 to your highest die when fighting.
Lose 1 ⚔ at the start of your turn.
Lose 1 ⚔ if received from another hero.
Each hero can only carry one at a time.

Clues:

Mystery



Draw a mystery card.

If playing without mysteries:

Gain a key instead of drawing a mystery card.

Revelation



Gain 3 ⚔.

Ten ⚔ may be discarded to retrieve a holy relic (as an action).

If playing without mysteries:

Gain a key instead of taking 3 ⚔.

Other Search Results

Take effect immediately when discovered



Epiphany

Search your power deck and take the card of your choice, then shuffle that deck.



Stardust

Reduce the ⚔ by 1.



Forgotten Shrine

Gain 2 ⚔.



Supply Cache

Draw two power cards; keep one, place the other at the bottom of your deck.



Inspiration

Every hero draws a power card.

Necromancer

7 ⚔ 6 ⚔ Fail: ☠

Lose 1 ⚔ when starting your turn at the same location.

During the Necromancer's turn:

Darkness:

Increase ⚔ by 1,
plus 1 for each Desecration blight on the board

Quests:

Add 1 ⚔ marker to each quest in play

Movement:

Roll 1 die and compare to all heroes' ⚔

Detects heroes with ⚔ lower than the result,
unless in Monastery

Moves towards closest detected hero (breaking ties randomly)

If no hero detected, follows numbers on board

Blights:

Create a blight in the Necromancer's location

Some ⚔ effects may create extra blights

If location already has 4 blights,
create in Monastery instead